

THIS TIME IT'S PERSONAL!  
HE'S OUTNUMBERED, OUTGUNNED AND  
OUT FOR VENGEANCE!

NINTENDO  
GAME CUBE

ARMY MEN  
**SARGE'S WAR**



GS  
GLOBAL STAR SOFTWARE

SARGE IS BACK AS A ONE-MAN ARMY hell-bent on revenge in this all-new Action Shooter. His entire squad has been melted and his nation stands on the brink of total annihilation. Join Sarge in his fight for vengeance and the eradication of the Tan menace.

GAME FEATURES:

- "Dynamic Melting Effects" - Soldiers take visible damage and retain damage throughout gameplay.
- Edgy, photo-realistic levels!
- Grittier, angrier Sarge with an all-out, no holds barred attitude.
- Enemy soldiers will seek cover, hunt, patrol, outflank, attack, and avoid Sarge.
- Multiplayer modes include Deathmatch and Team Advance.



**GS**  
GLOBAL STAR  
SOFTWARE

**EmuMovies**

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TEEN  
**T**  
Violence  
ESRB CONTENT RATING  
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INSTRUCTION BOOKLET

ARMY MEN

**R • T • S**

REAL TIME STRATEGY



**GS**  
GLOBAL STAR  
SOFTWARE

NINTENDO  
GAME CUBE

**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

**⚠ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

|                |                         |                   |
|----------------|-------------------------|-------------------|
| Convulsions    | Eye or muscle twitching | Loss of awareness |
| Altered vision | Involuntary movements   | Disorientation    |

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

**⚠ WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

**⚠ WARNING - Electric Shock**

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

**⚠ CAUTION - Motion Sickness**

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

**⚠ CAUTION - Laser Device**

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only. Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

**CONTROLLER NEUTRAL POSITION RESET**

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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and related products.*



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THIS GAME SUPPORTS  
GAME PLAY WITH ONE  
PLAYER AND CONTROLLER.

1 Player



THIS GAME REQUIRES A  
MEMORY CARD FOR SAVING  
GAME PROGRESS, SETTINGS  
OR STATISTICS.



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## STARTUP INFORMATION

- 1) Turn OFF the POWER Button on your Nintendo GameCube™ system.

**WARNING:** Never try to insert or remove a Nintendo GameCube™ Game Disc while the power is ON.

- 2) Make sure a Nintendo GameCube™ Controller is plugged into Controller Socket 1 on the Nintendo GameCube™ system.
- 3) Insert the **Army Men®: RTS** Game Disc into the Optical Disc Drive.
- 4) Turn ON the POWER Button and proceed to the title screen. If you are unable to proceed to the title screen, go back to step 1 above.
- 5) At the title screen, press **START/PAUSE** to advance to the Main Menu screen.

## GAME CONTROLS

### NINTENDO GAMECUBE™ CONTROLLER



**NOTE:** Use the **+ Control Pad** or the **Control Stick** to navigate through the menus.



# QUICK START GAME CONTROLS

## MOVE TARGET/SCROLL

To move the Target, use the **Control Stick**.

## SELECT A UNIT

Move the Target over the unit and press the **X Button**.

## SELECT MULTIPLE UNITS

Press the **X Button** until the selection ring contains the required units.

## MOVE A SELECTED UNIT

Move the Target to where you want the selected units to move to and press the **A Button**.

## ATTACK A UNIT

Move the Target to the target unit or building and press the **A Button**. If an object can be attacked, the Target will become an Attack Cursor.

## TARGET LOCK-ON

Push the **C Stick** in the direction of an enemy to lock onto it with your Target.

## ADD OR REMOVE UNITS IN AN EXISTING SELECTION

Press the **B Button**.

## MOVE CAMERA TO THE LAST OR CURRENT POINT OF COMBAT

Press the **L Button**.

## BUILD A UNIT OR BUILDING

Press and hold the **R Button**. Navigate with the **Control Stick** or the **+ Control Pad**, and make your selection with the **A Button**.

## SELECT A PREVIOUSLY SELECTED GROUP

Move the Target near the group and press the **Y Button**.

## CHANGE THE CAMERA VIEW

Press the **+ Control Pad** **▲** / **▼** to change the Camera View.

## MELT BUILDINGS

Move the Target over the building you wish to recycle, press and hold **►** on the **+ Control Pad**, and press the **A Button**.

## SELECT ALL ONSCREEN UNITS OF THE SAME TYPE

Press and hold the **X Button** over a unit for approximately one second.



## OPERATION BLINTZ



I've seen plenty of action in my time. I've led troops into countless skirmishes, situations where we knew we could either make it back to fight another day or be reduced to puddles of plastic on the battlefield. But we've never had to deal with anything like this before. This mission is bad. Worst I've ever seen.

Not long ago, we had this region secure under the supervision of one of our own, Colonel Blintz. That changed when Blintz was injured in the line of duty. Medics did what they could, but he sustained a "massive, disfiguring head wound". Long story short, there's a chunk of plastic missing from the top of his head.

"Disfiguring Head Wound"? He's lost his mind...literally!

That was the last we'd heard of him. That's when our reconnaissance got on the case and found...well, it ain't pretty. With the help of a bucket of paint, Blintz has gone Tan.

Our mission is to find Blintz and...terminate him. This will be the toughest mission I've ever had to lead. Blintz was famous for inspiring loyalty. His men would march across a grill if he ordered it. And there are a lot of them.

**THIS WON'T BE EASY.**

— Sarge



## MAIN MENU



### **BOOT CAMP (TUTORIAL)**

Boot Camp offers three lessons in real-time strategy basics:

1. Camera and Movement – Learn to set the camera position and how to command each Soldier.
2. Building a Base – This lesson is essential to knowing how to build and set up camp, upgrade each building, and create your army.
3. Combat – The final lesson of the tutorial teaches you how to engage the enemy.

### **CAMPAIN**

The Main Event. Fifteen action-packed missions on a thrilling campaign trail, each mission more dangerous than the last. Grit your teeth and march on the Tan Army with only your wits, a select team of heroes, and whatever you can scrounge from your environment to help you. And remember, if you can't come back victorious... don't come back.



## **CAMPAIGN (CONT.)**

Each Campaign mission has two Medal Goals. You can find out what the goals are on the Pause Menu. If you don't complete either goal, you receive a Bronze Medal and unlock one Intelligence File. If you complete either goal, you'll receive a Silver Medal and unlock two Intelligence Files. If you complete both goals, you are awarded the Gold Medal, thereby unlocking two Intelligence Files and a mission from either Great Battles or Special Operations!

## **GREAT BATTLES**

Reconstructing eight historic battles between the Green and Tan, these straightforward base-building missions can be unlocked by earning Gold Medals in the main Campaign. Each mission ranges in difficulty from one to five stars. A good performance on these missions will unlock additional Intelligence Files depending on the medal earned.

## **SPECIAL OPERATIONS**

Special Operations are a series of eight individual missions that are unlocked as you earn Gold Medals in the Campaign. Each provides a unique twist on basic gameplay, and ranges in difficulty from one to five stars. A good performance on these missions will unlock additional Intelligence Files depending on the medal earned. Can you unlock and complete them all?

## **INTELLIGENCE FILES**

Intelligence Files are a series of 96 objects from the game that you can listen to, examine and animate. They are unlocked as you play through each mission and earn medals.

## **OPTIONS**

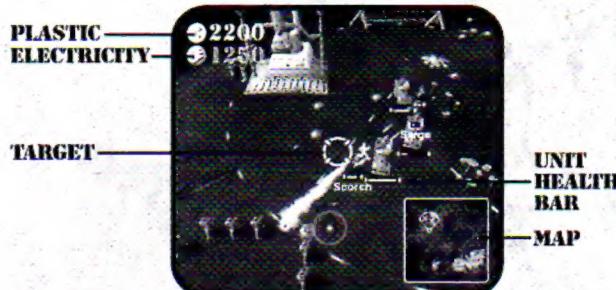
Adjust the Music Volume, Game Difficulty, Rumble Feature, view a preview of another game from The 3DO Company, or roll the Credits.



# **BASIC TRAINING**

Listen up, Soldier...this is a war we've got on our hands! If you want to make it to the end of the day, you've got to know this platoon inside and out.

## **HEADS UP DISPLAY**



## **BASIC STRATEGY**

There are several steps you will need to follow in most missions.

- 1) Begin base-building missions by building a Headquarters (HQ). This allows you to build several Dump Trucks. In addition, the HQ is a prerequisite for all buildings except the Resource Depot, so you'll want to have one at all times. You can also build Bulldozers from the HQ should you lose one to the enemy or want more than one.
  - To build a structure, press and hold the **R Button**. The Construction Menu will appear as long as you hold the **R Button**.
  - While continuing to hold the **R Button**, use the **Control Stick**, or the **+ Control Pad**, to highlight the structure you would like to build. Press the **A Button** to select the structure, and release the **R Button**.
  - Move the Target over the place on the playfield you would like to build the selected structure. The image of the structure to be built appears over the Target. (If the building is red, it cannot be placed in the selected location.)





- Use the **+ Control Pad** to rotate the structure to the desired position, and then press the **A Button** to build it.

2) Use a **Bulldozer** to build a **Resource Depot** reasonably close to a resource, and then send your **Dump Truck(s)** to the resource to collect it.

- Follow the instructions listed in Step 1 to build a **Resource Depot**.

3) When your HQ is built, you're ready for recruits! Use a **Bulldozer** to build a **Barracks** and create a basic squad comprised of **Grunts**, **Grenadiers** and a few **Mine Sweepers**. With your squad ready for action, send them out to explore the area immediately around your base.

- Follow the instructions listed in Step 1 to build the **Barracks**.
- To create **Soldiers**, press the **R Button**. The **Construction Menu** will appear as long as you hold the **R Button**. Move the **Control Stick**, or the **+ Control Pad**, to find the **Barracks Menu**.
- To highlight the **Soldiers** you would like to create, use the **Control Stick**, or the **+ Control Pad**. Press the **A Button** to make your selection. Every **Soldier** selected is added to the queue. The total number of **Soldiers** you have selected to be created appears over the icon. If you change your mind, simply press the **X Button** to remove a **Soldier** from the queue. Please remember that only one **Soldier** is molded at a time, so a queue of **Soldiers** takes time to create.
- Set a **Rally Point** (Flag) for the **Soldiers**. (See "Rally Points (Flags)", p.15.)
- Select the group of **Soldiers** you want to explore the area with by pressing the **X Button** until the **Selection Circle** encompasses the group, or select single **Soldiers** by moving the **Target** over each **Soldier** and pressing the **B Button**.
- Move the **Target** to the point of the playfield you would like them to explore and press the **A Button**.

**NOTE:** When a **Soldier type** is highlighted in the **Construction Menu**, his relative strength versus **Infantry**, **Armor** and **Air** enemies is displayed on the right side of the screen. This info is useful when you are deciding what **Soldiers** you will need to fight against the enemies you currently face.

- 4) Once you've sent your squads out to explore the area, you'll have a general idea of where the **Tan** attack from and the basic layout of the land. With these things in mind, you can build a **Barbed Wire Fence** at choke points to slow down the **Tan** on their way to more vital parts of your base. (Be warned, however, that doing so will slow down your own units should they need to navigate through such an area.) It's also a good idea to put a few **Guard Towers** between pieces of fence. The Tower functions as a lookout and has the firepower of several **Grunts**.
- 5) When you have the resource reserves built up, upgrade your HQ to a **Super HQ** and build a **Garage**. Use the **Garage** to build **Medics** who can heal your troops, your buildings and each other. You can also create **Half-Tracks**, **Minelayers** and **Tanks**.

  - See the "Upgrades" section of this chapter.
  - From the **Garage Menu**, follow the same instructions used to create **Soldiers** in Step 3, to create vehicles.

#### ...in more advanced missions.

- 6) When you have the resources, upgrade your **Barracks** to a **Super Barracks**. You can use this new structure to pump out a more specialized platoon: **Bazooka Men**, **Machine Gunners**, **Snipers** and **Mortar Men**.
- 7) Finally, when you have the resources available, upgrade the **Garage** to the **Super Garage** and make **DumDums** and **Choppers** for assaults on the **Tan** base!
- 8) Further upgrades will allow you to take on the enemy even more effectively.



## RESOURCES

Resources are the vital components that allow you to create items and build up your army. In order to survive, you need to keep building, and in order to keep building you need to keep collecting resources – Plastic and Electricity. While you may not have an immediate need for resources, it's always a good idea to keep collecting and storing so you have them when you need them. Be sure to keep an eye on each resource as it's being collected, as each will eventually become depleted.

### COLLECTING

Use Dump Trucks to collect all Plastic and Electricity. Water guns, dog bowls, batteries, and walkie-talkies are just a few of the items you may find. When you locate a resource, build your Resource Depot nearby. Your trucks will collect resources faster if they only have to move a few feet to deliver the goods. Be sure to check your resources from time to time to see if they're being depleted. The amount of collected Plastic and Electricity appears in the upper-left of the game screen. If a resource runs dry, move the Dump Trucks to the next available resource and continue the hunt. It is also helpful while one Dump Truck works on collecting resources, to have another one looking to collect melted plastic Soldiers, vehicles, etc. Dump Trucks collect resources automatically, and do not need to be directed. However, you can override the automatic function by manually assigning them to a resource:

- To manually send a Dump Truck to collect a resource, select the Dump Truck, move the Target over the resource, and press the **A Button**.



### MELTING STUFF

If a structure becomes unnecessary, melt it down and you'll get half of your resources back.

- To melt a structure down, simply move the Target over the building you wish to recycle, press and hold **►** on the **+ Control Pad**, and press the **A Button**.

### MAP

The map is your most useful tool for keeping apprised of everything at once. When you get a red warning that your units are under attack, press the **L Button** to move the camera instantly to the action!

### UPGRADES

Whenever you have collected enough Plastic and have reasonable defenses in place, you can begin upgrading your buildings. You'll want to have the most specialized equipment before the Tan do! The buildings that can be upgraded are: the HQ's, the Barracks and the Garage. You can upgrade each one on its Construction Menu.

### RALLY POINTS (FLAGS)

As you build troops and vehicles, you can set up Rally Points to immediately direct your units to any specified location the moment they pop out of the mold. This automates your troops, allowing you to concentrate on the mission at hand.

- Press and hold the **R Button** to bring up the Construction Menu, then select the Barracks or Garage Menu.
- Press the **B Button** to select the Rally Point.
- Release the **R Button**, push the **Control Stick** to move the Rally Point to the place you want to drop it, and press the **A Button** to place it there.
- From this point on, all vehicles or Soldiers will go to the selected Rally Point. Change the Rally Point as often as you want.





## **SARGE'S OUTFIT**

As you advance through the missions, you may recognize these faces: Sarge, Hoover, Scorch, and many other members of Bravo Company. Some or all of these fighters are the first to appear in each mission. Assign them to the defense of your base until you get the Barracks up and running, then lead them into battle! They are leaner, meaner and tougher than any Soldiers you can create and have more hit points, so send them out with your squads and into battle. Use them wisely!



### **SERGEANT HAWK**

Sergeant Hawk, a.k.a. "Sarge", is the Bravo Company Commandos' unquestioned leader. Whether the battle is in a town, on a bridge or in a backyard, Sarge is itching for the chance to send the Tan Army back to the plastic goo from which they were molded! Sarge has plenty of motivation to fight the Tan menace – he must save his friends in Bravo Company to keep the Green Nation safe and to protect the woman of his dreams, Vikki.



### **VIKKI**

Vikki is Colonel Grimm's feisty and lovely daughter. She has a spirit for adventure and has chosen the occasionally dangerous occupation of reporter. She's able to take care of herself and is practically one of the Bravo Company Commandos - only her beauty singles her out from the rest of the war dogs! Sarge is the guy for her.



### **RIFF**

Riff is itching to play some tunes on the Tan Army in the key of "B", for Bazooka! Riff is the heavy hitter of Bravo Company and the Commando the Green Army needs when serious thumping on the Tan Army is required.



### **HOOVER**

Private Hoover has got the most stressful job in Bravo Company and it shows, judging by his easily startled nature. Still, he is a heroic soldier who is called upon whenever a minefield needs sweeping.



### **SHRAP**

Shrap is a Mortar Man extraordinaire. Although he would rather be catching a wave than riding the sound wave of a large mortar explosion, Shrap is happy as long as he's dropping some heinous mortar shells on the Tan Army.



### **THICK**

Thick is about as sharp as a marble. What the big lug lacks in brains, he makes up for with brawn and enough cover fire with his M-60 machine gun to knit a lead blanket. Sarge has a soft spot for Thick and the enthusiasm he brings to the Bravo Company Commandos.



### **SCORCH**

Scorch likes fire just a little too much, considering that he's made of plastic. There's nothing Scorch loves to hear more than the sound of Tan Soldiers bubbling after he has laid on some serious heat with his flamethrower.



### **BULLSEYE**

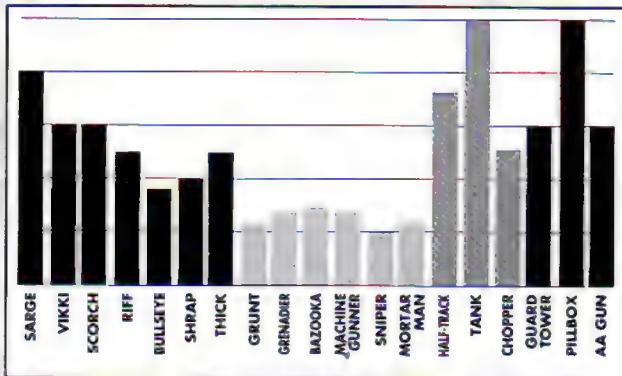
Bullseye, the newest Commando in the company, has a keen eye. His sharp shooting can drop a Tan Soldier in his tracks even before the others know danger is coming. He keeps his cool in any situation - the "ice man" of the Bravo Company Commandos.



## RELATIVE DAMAGE/STRENGTH

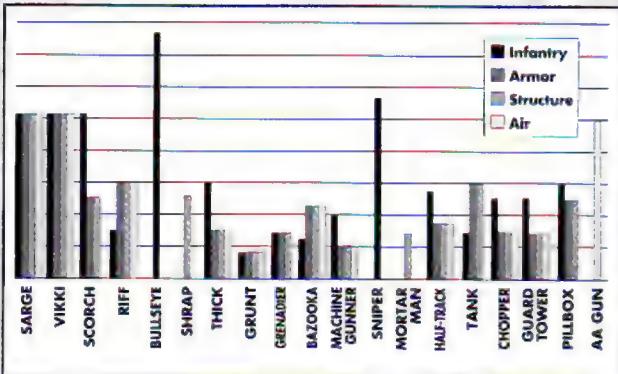
### **RELATIVE DAMAGE**

The chart below shows how much damage each component can take.



### **RELATIVE STRENGTH**

The chart below shows how much damage each component in the game causes the other components.



## COMPONENTS

Everything revolves around Plastic and Electricity – the more resources, the bigger the army you can create. The mission itself determines the amount of Plastic you begin with.

### BUILDINGS

#### **HEADQUARTERS (HQ)**

**PLASTIC REQUIRED: 400**

This is the most basic component in your base. The HQ allows you to build Bulldozers and Dump Trucks that are necessary for building every other unit in the army. This should be the focal point of your base.



#### **RESOURCE DEPOT**

**PLASTIC REQUIRED: 500**

The Resource Depot is the structure in which you process all of the Plastic and Electricity the Dump Trucks collect. Guard the Resource Depot well!



#### **BARRACKS**

**PLASTIC REQUIRED: 300**

The Barracks creates the bread and butter of the Green Army: your infantry. The Barracks is your first line of attack...and defense. Units built from the Barracks do not require electricity, which can be scarce at times.





## BUILDINGS CONT.



### **BARBED WIRE POST**

**PLASTIC REQUIRED: 50**

Use Barbed Wire to hold back the enemy and keep them out of your base. It is cheap and fast to build.



### **GUARD TOWER**

**PLASTIC REQUIRED: 200**

Guard Towers are very effective for providing defense around the perimeter of the base and at the main entrance, as well as against Tan air attacks. Guard Towers can link to Barbed Wire Posts.



### **GARAGE**

**PLASTIC REQUIRED: 400**

The Garage gives you the ability to build heavy assault vehicles and one of your most important assets, the Medic jeep.



### **PILLBOX**

**PLASTIC REQUIRED: 300**

This is a small building which allows the Soldiers inside to be protected, yet have the ability to shoot 360° from a single position. They are vulnerable from the air.



### **ANTI AIRCRAFT GUN**

**PLASTIC REQUIRED: 150**

This stationary gun mount for defense against enemy Choppers is a must for every army base.

## SOLDIERS



### **GRUNT**

**PLASTIC REQUIRED: 50**

You can never have enough Grunts in your platoon. They operate by targeting one thing and firing at it continuously with rifles. They are not only the cheapest units you can create, but are also effective against the entire Tan Army.



### **GRENADIER**

**PLASTIC REQUIRED: 75**

Grenadiers are the other staple to every squad. These highly effective fighters throw grenades for an area-effect attack and are cheap to produce, so don't be afraid to populate the platoon with them. However, they cannot attack air vehicles.



### **MINE SWEEPER**

**PLASTIC REQUIRED: 50**

While Mine Sweepers are not fighters, they are very useful for detecting Tan mines.



### **MACHINE GUNNER**

**PLASTIC REQUIRED: 100**

Machine Gunners have the ability to fire long-range guns. Also, their guns shoot much more rapidly than Grunts fire.





## **SOLDIERS CONT.**



### **BAZOOKA MAN**

#### **PLASTIC REQUIRED: 125**

These plastic Soldiers use their bazookas for long-range attacks, and are very effective against Half-Tracks, Tanks, Choppers, and buildings.



### **SNIPER**

#### **PLASTIC REQUIRED: 250**

While a Sniper's rate of fire is fairly slow, his gun has the longest range of any Soldier's. However, they are only effective against personnel.



### **MORTAR MAN**

#### **PLASTIC REQUIRED: 150**

Mortar Men attack structures only, so send them out directly to each Tan base for some serious long-range wreckage. Remember, if they can see it, they can destroy it.



### **RADIO OPERATOR**

#### **PLASTIC REQUIRED: 400**

Bring in a Radio Operator for some incredible attacks! Use Radio Operators to call in:

- Paratroopers
- A Giant Magnifying Glass for massive Tan melting
- Bombing Run

## **STRUCTURE UPGRADES**



### **SUPER HQ**

#### **PLASTIC REQUIRED: 400**

Upgrade the Headquarters to a Super HQ to increase your build options.



### **SUPER BARRACKS**

#### **PLASTIC REQUIRED: 400**

Upgrade your Barracks to get the Super Barracks. This new structure gives you the ability to produce the best of the best fighters: Bazooka Men, Machine Gunners, Snipers and Mortar Men. These Soldiers have increased range and more powerful guns than the basic Grunts.



### **SUPER GARAGE**

#### **PLASTIC REQUIRED: 400**

When the Plastic is available, upgrade your Garage to a Super Garage. This will give you access to the next level of equipment, including Choppers!



### **SUPER DUPER HQ**

#### **PLASTIC REQUIRED: 600**

This will let you build a Radio Operator. Radio Operators will let you build Paratroopers, a Magnifying Glass and Bombing Runs.





## VEHICLES



### BULLDOZER

**PLASTIC REQUIRED: 200**

Bulldozers are essential to building all camp structures: Barracks, Guard Towers, HQ's, Resource Depots, Barbed Wire Fences, Anti aircraft Guns, Garages and Pillboxes. Keep them safe from the enemy as they are key to getting your base up and running, and keeping it active.



### DUMP TRUCK

**PLASTIC REQUIRED: 150**

Dump Trucks are the key to collecting resources. They gather the Plastic and Electricity needed to build your army.



### MINELAYER

**PLASTIC REQUIRED: 100**

**ELECTRICITY REQUIRED: 100**  
The Minelayer is useful in situations where your army is on the move and you need to protect your flank and lay mines.



### MEDIC

**PLASTIC REQUIRED: 100**

**ELECTRICITY REQUIRED: 150**  
A Medic jeep allows you to heal all of your wounded Soldiers, any damaged structures and even other damaged Medics.



### HALF-TRACK

**PLASTIC REQUIRED: 100**

**ELECTRICITY REQUIRED: 150**

The Half-Track is a good all-around assault vehicle, and its ability to hit air targets, as well as ground troops, makes it a useful addition to any squad.



### TANK

**PLASTIC REQUIRED: 200**

**ELECTRICITY REQUIRED: 250**

Tanks are well-known as powerhouses in any assault. Just watch out for Choppers. Tanks can't do anything but run away from them.

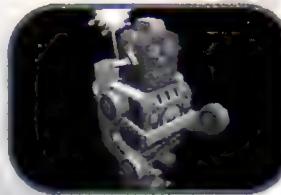


### CHOPPER

**PLASTIC REQUIRED: 150**

**ELECTRICITY REQUIRED: 250**

Choppers are great for quick aerial assaults on enemy positions.



### DUMDUM

**PLASTIC REQUIRED: 50**

**ELECTRICITY REQUIRED: 150**

Send these small robots out to the enemy lines where they can deliver the explosives strapped to their backs up-close and personal.





## POWER-UPS



### WEAPON BOOST

This power-up increases the firepower of all your units.



### SPEED BOOST

This power-up increases the rate of movement of your troops.



### HEALTH BOOST

This power-up gives full health to all of your units on the map.

## SAVING AND LOADING GAMES

If a Nintendo GameCube™ Memory Card with sufficient space is available in Memory Card Slot A, the game will use it to automatically save your progress. It keeps track of your preferences, which missions you have completed successfully and the medals and bonuses you have earned. Since this is done automatically only upon completion of any mission, the Nintendo GameCube™ Memory Card should not be changed after boot-up.



## SECRET CODES

Secret codes are gained by destroying certain targets in some of the Campaign missions. They are awarded on the Victory screen.

To enter a secret code, press and hold ▼ on the + Control Pad while playing a mission, and enter the sequence of buttons corresponding to the code given. Then release the + Control Pad. You should hear a confirmation sound if the code is valid.

## PAUSING THE GAME

At any point in the game, simply press **START/PAUSE** to pause the game and bring up the Pause Menu. The Pause Menu offers the following options:

### OBJECTIVES

Open this option to review your current mission's objective.

### MEDAL GOALS

This displays the medal goals and mission stats for the current mission.

### OPTIONS

Adjust your Music Volume, Camera Speed, or Rumble Feature.

### RESTART MISSION

If you've lost too many Green forces or just want to try a new strategy, select "Restart Mission" to begin again.

### ABORT MISSION

Quit the current mission.





## TECHNICAL SUPPORT

If you need more help you can contact technical support via email or phone.

For US Support

Phone: 1-866-219-9839

Email: usa@take2support.com

### For Canadian Support

Phone: 1-800-638-0127

Email: [canada@take2support.com](mailto:canada@take2support.com)

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